

Fig. 1

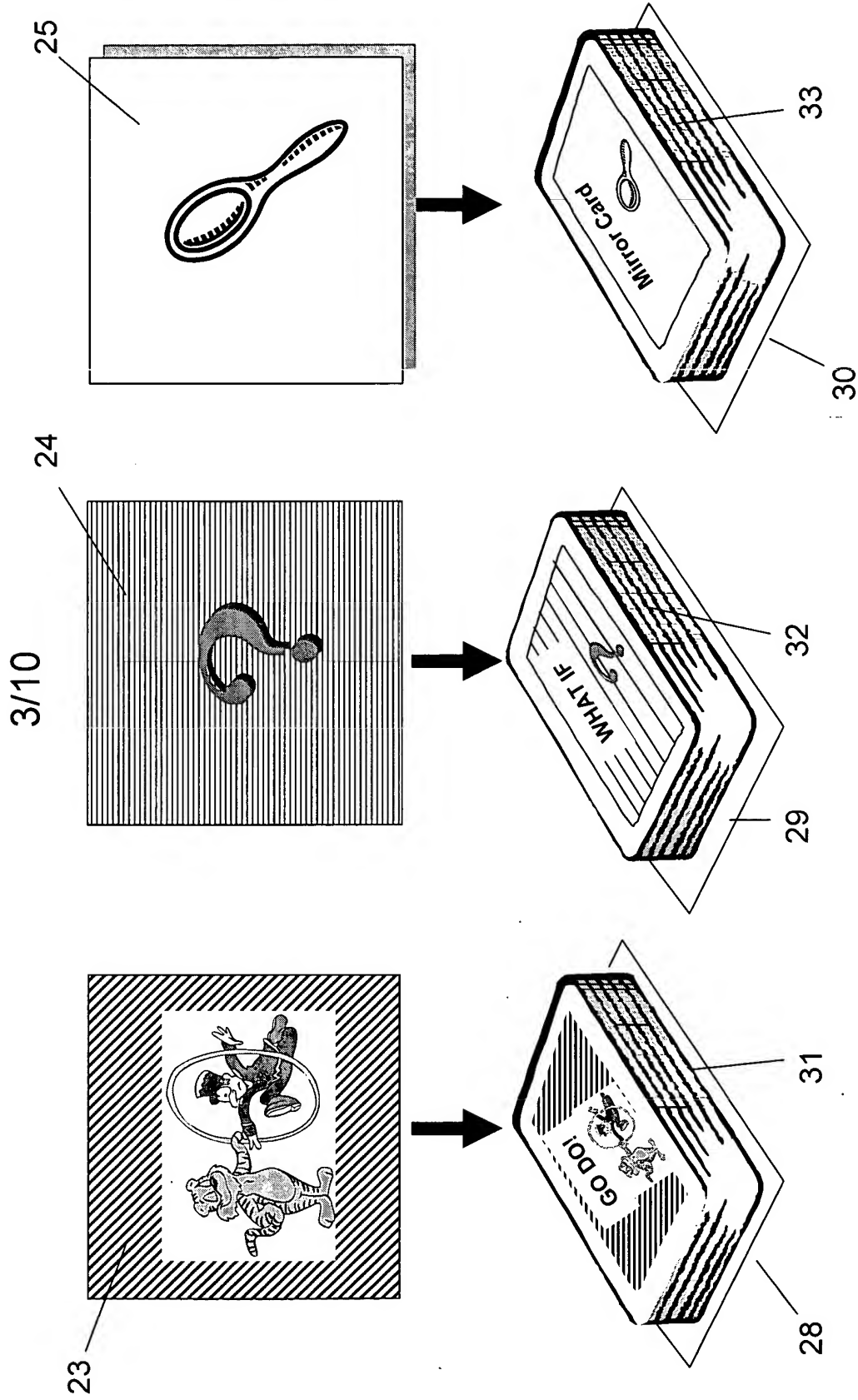


Fig. 2

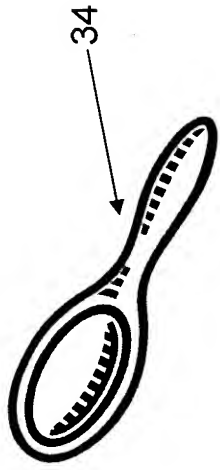


Fig. 3

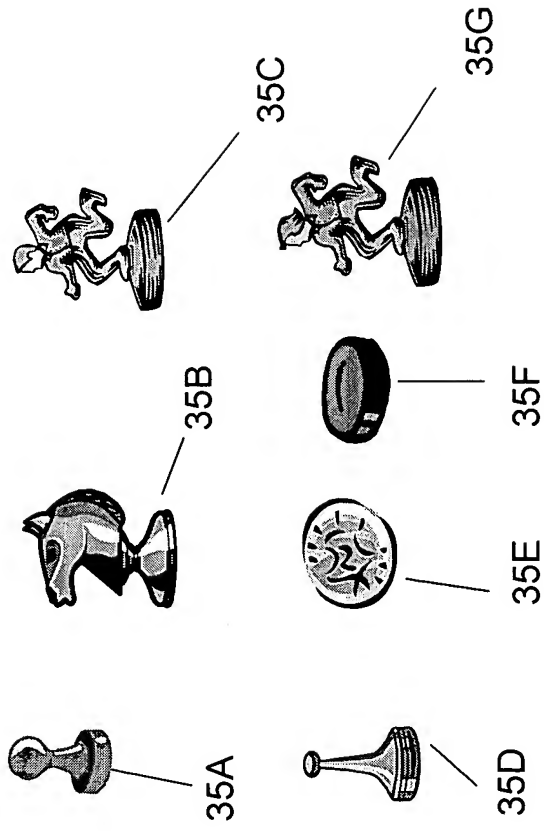


Fig. 4

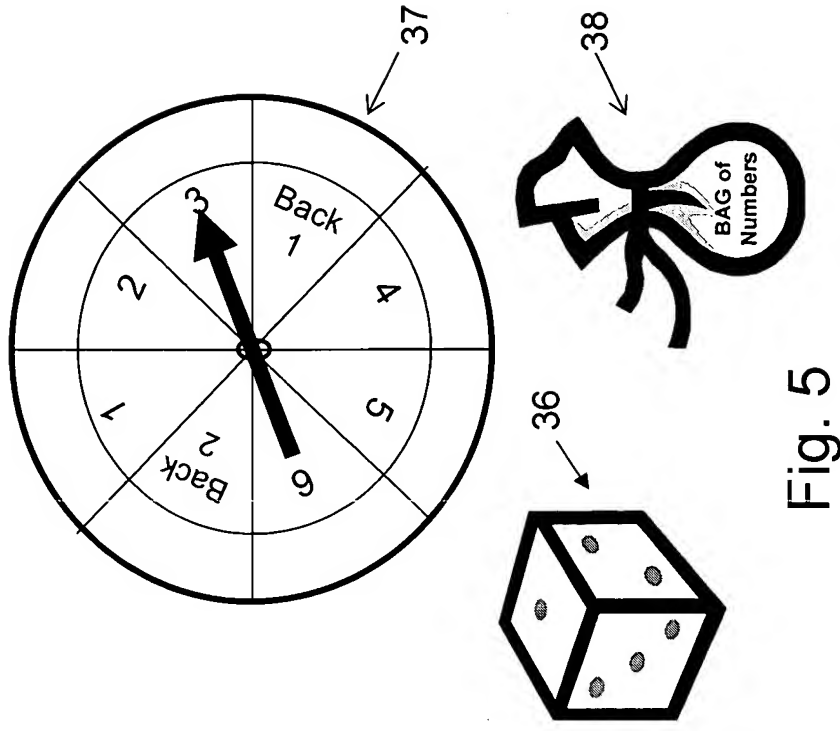


Fig. 5

General Process

To begin the Game, each person (player):

- A. Selects a distinct game piece.
- B. Rolls 1 die, spins a wheel, or picks out a number from the Bag.
- C. The highest number in "B" goes first, the next highest and so on.
- D. Then, they all alternate turns.

Each Player:

1. Advances that Player's Game Piece on the Board by that Number rolled, spun or selected.
2. Takes Card (if Required by Space Type).
3. Performs the Task shown on the Card - the Teacher/ Psychologist coaches and tutors the player on aspects of that players response and performance of the Task on the Card. The coaching is specific to the individual while the tasks vary from the generic set of cards.

Then, the activity continues. The next Player Repeats Steps 1-3. After Item 3 for this player, the individual Coaching and Tutoring is specific to this Player.

The activity continues, alternating each of the player's turns

Repeat Turns by each Player until one of the players passes the FINISH Line or the Teacher/ Psychologist ends the session.

Fig. 6

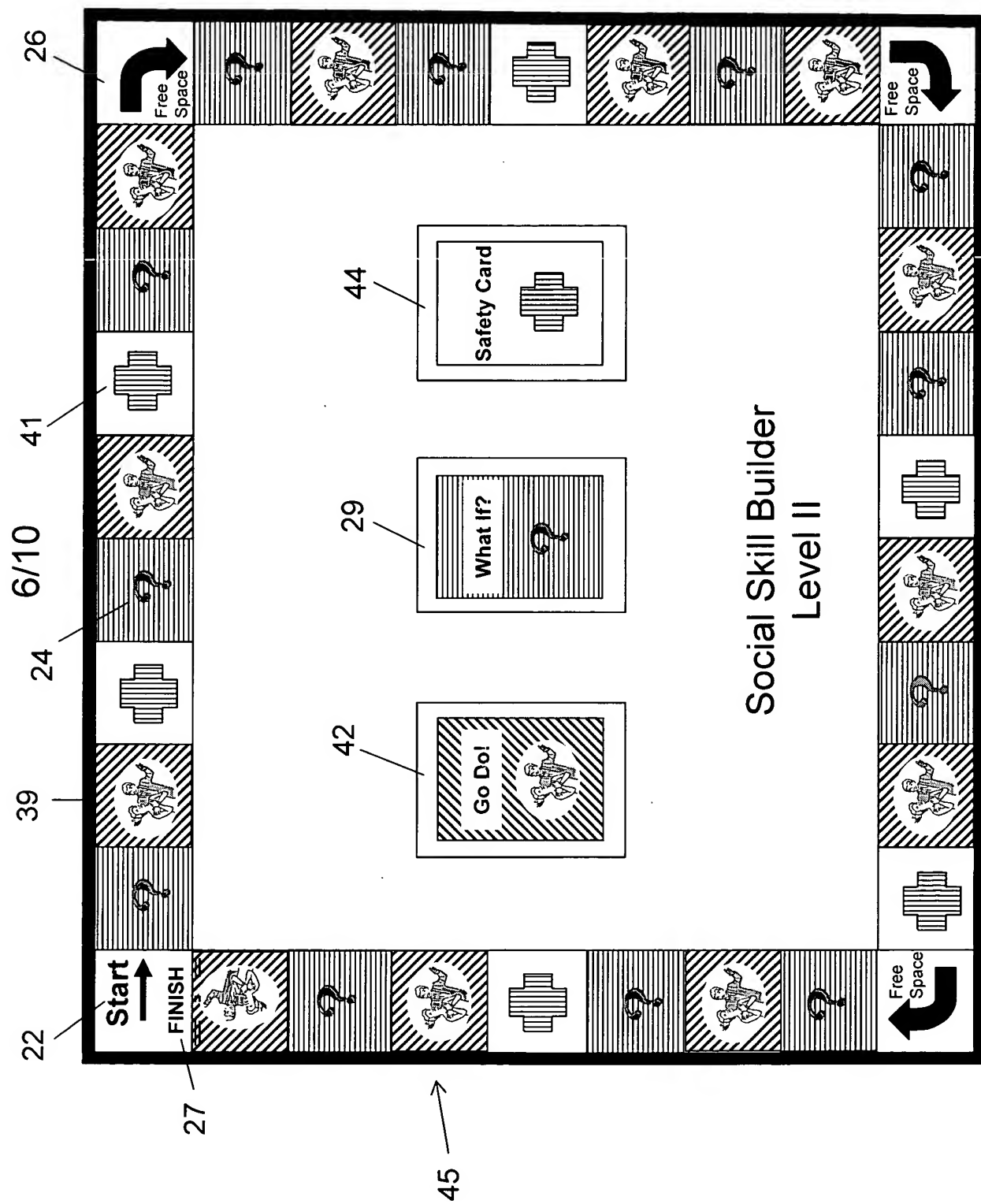


Fig. 7

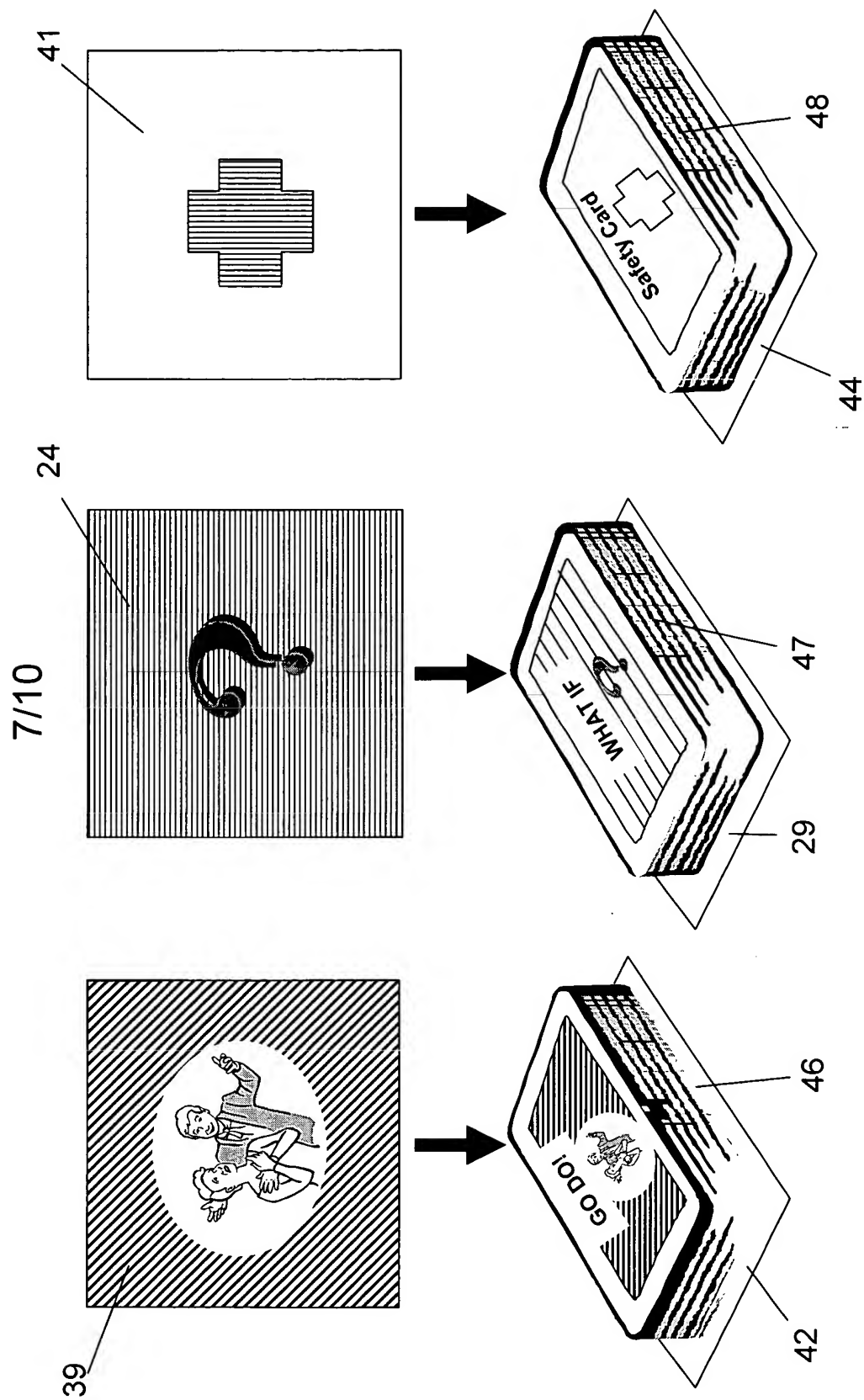


Fig. 8

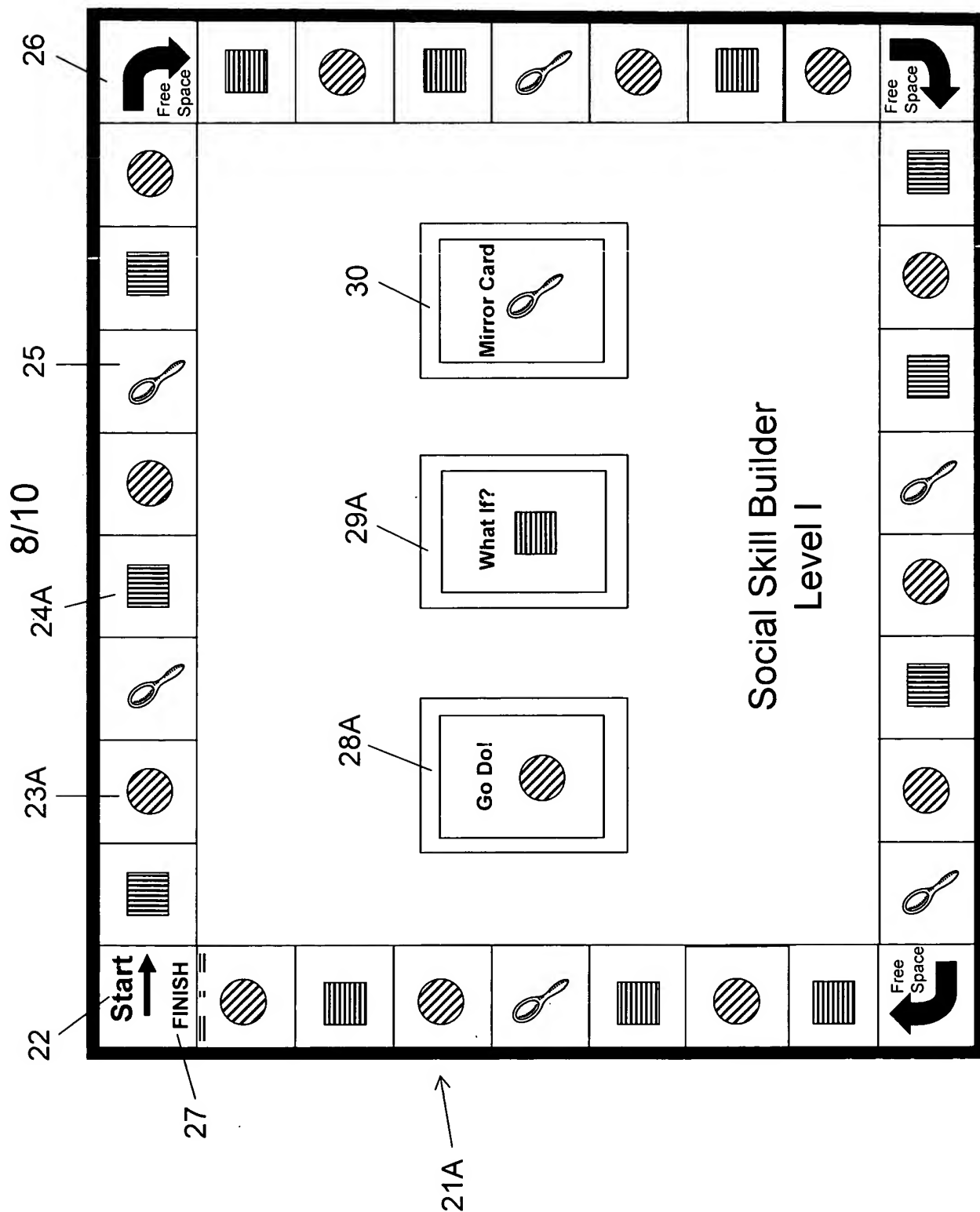
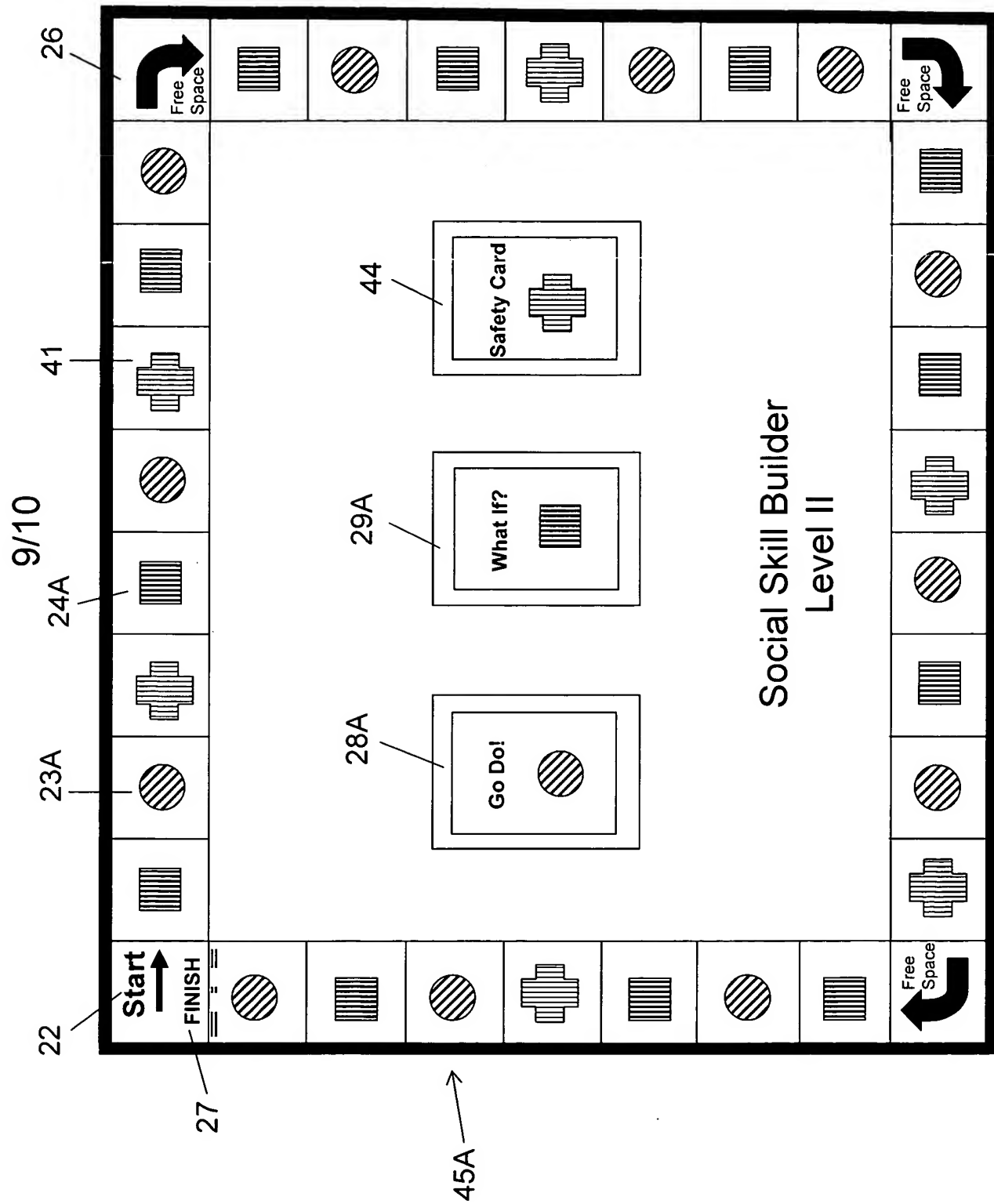


Fig. 9



10/10



Fig. 11

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